WHAT IS CLAIMED IS:

1. A method of simulating game state changes responsive to an interrupt condition in a computer-implemented racing game, comprising:

generating an interrupt condition during the racing game at a first game state, the first game state having a first set of statistics associated therewith;

responsive to said interrupt condition, simulating events that occur after the first game state based on the first set of statistics so as to produce a second set of statistics associated with a second game state; and

resuming the racing game in the second game state.

2. The method of claim 1, wherein the interrupt condition is a computer generated condition.

3. The method of claim 2, wherein the interrupt condition includes a user entered selection responsive to the computer generated condition.

4. The method of claim 3, wherein the computer generated condition includes a yellow flag cautionary event, and wherein the user entered selection includes a decision to make a pit stop.

5. The method of claim 2, wherein the computer generated condition is a randomly generated cautionary event including one of a crash, debris on the track and [..].

6. The method of claim 1, wherein the interrupt condition is a user generated interrupt.

7. The method of claim 6, wherein the user generated interrupt includes a decision to terminate the race.

8. The method of claim 7, wherein the second set of statistics includes statistics associated with an end of the game.

9. The method of claim 8, wherein resuming includes displaying final results associated with the second set of statistics.

10. The method of claim 1, wherein the first set of statistics includes, for each race participant, one or more of remaining fuel, tire wear, vehicle wear, and a relative order.

11. The method of claim 1, wherein the first set of statistics includes driver attributes for each race participant.

12. The method of claim 11, wherein the driver attributes includes at least one of aggressiveness, control and race history information.

13. The method of claim 1, wherein the second game state is a completed game state, and wherein the second set of statistics includes statistics associated with a completed race.

14. The method of claim 13, wherein resuming includes displaying final results associated with the second set of statistics.

15. The method of claim 14, wherein the second set of statistics includes a final order of race participants for the completed race.

16. The method of claim 1, wherein the first set of statistics includes a first order of race participants, and wherein the second set of statistics includes a second order of race participants different from the first order.

17. The method of claim 16, wherein resuming includes displaying at least a portion of the race participants in said second order.

18. The method of claim 16, wherein resuming includes restarting the race with the participants in said second order.

19. A computer-readable medium including code for controlling a processor to simulate game state changes responsive to an interrupt condition during a race in a racing game, the code including instructions to:

retrieve a first set of statistics associated with a first game state from a database in response to an interrupt condition;

simulate events that occur after the first game state based on the first set of statistics so as to produce a second set of statistics associated with a second game state; and

store the second set of statistics to the data base.

20. The computer-readable medium of claim 19, wherein the interrupt condition is based on user input.

21. The computer-readable medium of claim 19, wherein the interrupt condition includes a user entered selection responsive to a computer generated interrupt condition.

22. The computer-readable medium of claim 21, wherein the computer-generated interrupt condition includes a yellow flag cautionary event, and wherein the user entered selection includes a decision to make a pit stop.

23. The computer-readable medium of claim 19, wherein the code further includes instructions to resume the game in the second game state.

24. The computer-readable medium of claim 19, wherein the interrupt condition includes a user entered selection to terminate the race.

25. The computer-readable medium of claim 19, wherein the code further includes instructions to generate the interrupt event based on a portion of the first set of statistics.